



RESIDENT EVIL 2 GREATEST HITS

10 PTS.

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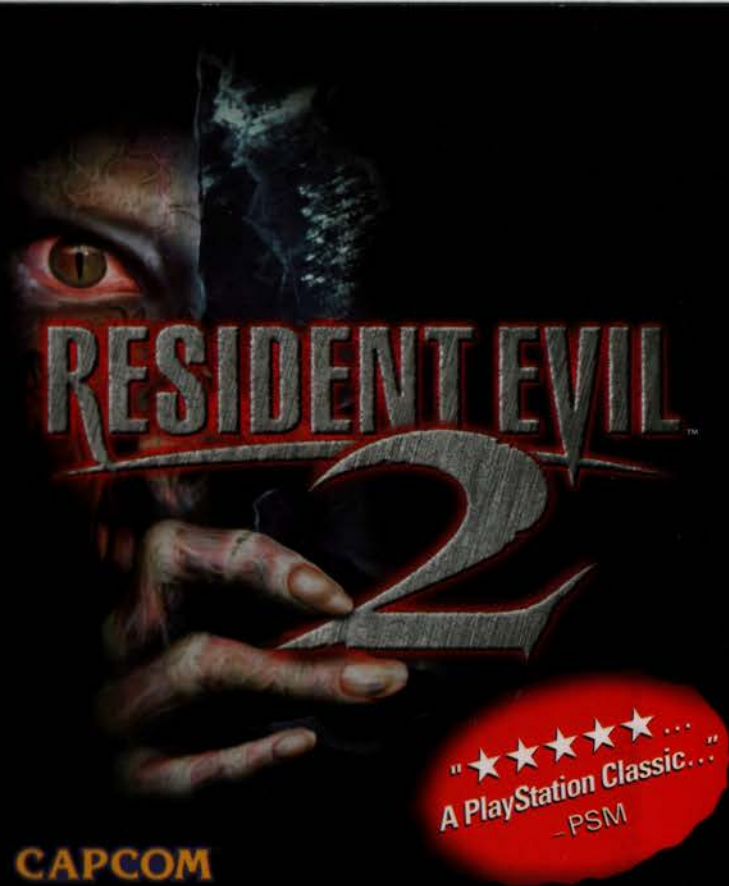


NTSC U/C

PlayStation



SLUS-00748/00750



A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting RESIDENT EVIL™ 2, the sequel to CAPCOM's survival horror hit. We have endeavored to improve RESIDENT EVIL, delving deeper into the events in Raccoon City and making it an even more enjoyable scare. We at CAPCOM ENTERTAINMENT are proud to bring you this chilling new addition to your video game library.

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WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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\$ 1.25 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 (\$1.25 per minute).

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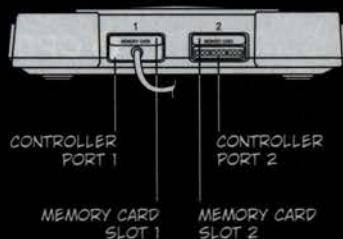
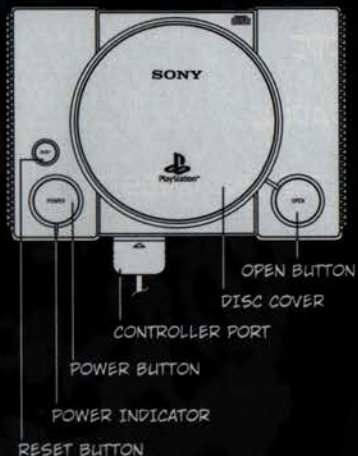
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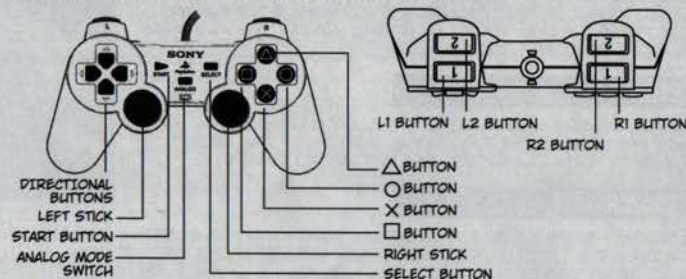
MISSION SET-UP

SET UP YOUR PLAYSTATION® GAME CONSOLE ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE POWER IS OFF BEFORE INSERTING OR REMOVING A COMPACT DISC. INSERT EITHER RESIDENT EVIL 2 DISC AND CLOSE THE DISC COVER. INSERT CONTROLLERS AND TURN ON THE PLAYSTATION GAME CONSOLE. FOLLOW THE ON-SCREEN INSTRUCTIONS TO START A GAME.



MISSION CONTROLS (DEFAULT)

BUTTON	FUNCTION
START BUTTON	STARTS GAME / PAUSES GAME
SELECT BUTTON	ACCESS OPTION MODE FROM GAMEPLAY
DIRECTIONAL BUTTON.....	SELECTS MODE (TITLE SCREEN)
	MOVES CHARACTER (SEE BELOW)
× BUTTON	ACTION BUTTON / OPENS DOORS
	ATTACK
□ BUTTON.....	RUN (SEE BELOW)
R1 BUTTON	DRAWS WEAPON
○ BUTTON.....	ACCESS THE STATUS SCREEN
△ BUTTON	CANCEL PREVIOUS ACTION
LEFT STICK.....	MOVE CHARACTER
RIGHT STICK.....	SWITCH TO SUBSCREEN
ANALOG MODE SWITCH	ANALOG SWITCH



SPECIAL CONTROLS (DEFAULT)

CHECK ITEM

SAME AS ACTION (THE X BUTTON). IF YOU PRESS THE X BUTTON DURING GAME PLAY, YOUR CHARACTER WILL CHECK THE OBJECT IN FRONT OF HIM/HER. A MESSAGE WILL APPEAR TO LET YOU KNOW WHAT YOU FOUND. IF THERE IS NOTHING THERE, NO MESSAGE APPEARS. THIS CONTROL ALSO OPENS DOORS AND TALKS TO OTHER CHARACTERS.

RUN

HOLD THE \square BUTTON, THEN PRESS THE DIRECTIONAL BUTTON \blacktriangle TO RUN FORWARD. HOLD \blacktriangle OR \blacktriangleright WITH \blacktriangle TO RUN LEFT OR RIGHT. YOU CANNOT RUN BACKWARDS.

USE WEAPON

HOLD THE R1 BUTTON TO DRAW WEAPON, THEN USE THE DIRECTIONAL BUTTON TO AIM (\blacktriangle OR \blacktriangledown MOVES WEAPON UP OR DOWN; \blacktriangleleft OR \blacktriangleright MOVES WEAPON LEFT OR RIGHT). PRESS THE X BUTTON TO ACTIVATE WEAPON. IF YOUR BUTTON CONFIGURATION IS SET TO "C" THE "AUTO-AIM" FUNCTION IS ACTIVATED. AFTER DRAWING YOUR WEAPON, PRESS THE L1 BUTTON TO SELECT WHICH ENEMY YOU WILL TARGET (SEE OPTION MODE, PAGE 6 FOR MORE).

PUSH ITEM

SOME ITEMS CAN BE MOVED BY PUSHING THEM. FACE THE ITEM YOU WANT TO MOVE AND PRESS \blacktriangle ON THE DIRECTIONAL BUTTON. IF THE OBJECT CANNOT BE MOVED, YOUR CHARACTER WILL NOT TRY TO PUSH IT.

RESET GAME

TO RETURN TO THE RESIDENT EVIL 2 TITLE SCREEN DURING GAME PLAY, PRESS THE SELECT BUTTON TO ACCESS THE OPTION MODE. HIGHLIGHT RESET AND PRESS THE X BUTTON. SELECT YES TO RESET YOUR GAME OR NO TO RETURN TO THE OPTION MODE. PRESS THE X BUTTON TO MAKE YOUR SELECTION.

GO FORWARD/PUSH ITEM

TURN LEFT



TURN RIGHT

GO BACKWARD



A CITY CRAWLING WITH CONFLUSION

IMAGINE A NORMAL MID-WESTERN U.S. TOWN, BUILT AT THE BASE OF A VAST FOREST. BUSINESS THRIVED HERE, ESPECIALLY WITH THE ADVENT OF SEVERAL NEW INDUSTRIES. HECK, YOU CAN'T FIND A MORE PEACEFUL WILDERNESS GETAWAY THAN RACCOON CITY.

THEN THE TROUBLE BEGAN.

AND IT LEADS BACK TO WHEN THE CORPORATION ARRIVED.

RUMORS BEGAN TO SPREAD, AND THE TOWN WAS OVERCOME WITH ODD OCCURRENCES. UNIDENTIFIABLE CREATURES APPEARED OUT OF NOWHERE, AND FATAL ACCIDENTS HAPPENED AT AN ALARMING RATE. WORD GOT OUT ABOUT A SEVERE ACCIDENT AT A MOUNTAIN LAB. NO ONE IN TOWN KNEW WHAT WAS HAPPENING TO THEIR QUIANT TOWN.

THE RACCOON POLICE DEPARTMENT, IN AN EFFORT TO CALM THE GROWING FEAR AMONG LOCALS, RECRUITED SEVERAL NEW OFFICERS. LEON S. KENNEDY IS ONE OF THE PROMISING NEW RECRUITS. AS LEON PREPARES TO JOIN HIS NEW UNIT, HE ATTEMPTS TO CONTACT THE CAPTAIN WHO HIRED HIM, BUT HAS NO LUCK REACHING HIM. UNFAZED, HE CONTINUES INTO RACCOON CITY TO HIS NEW JOB.

AT THE OTHER SIDE OF TOWN, A DISTRAUGHT CLAIRE REDFIELD SEARCHES FOR HER MISSING BROTHER, CHRIS. CLAIRE BEGINS HER SEARCH IN RACCOON CITY, THE LAST KNOWN LOCATION OF HER BROTHER NEARLY TWO MONTHS AGO, ONLY TO LEARN ABOUT THE "ACCIDENT" IN THE FOREST. IS CHRIS STILL IN RACCOON CITY?

SADLY FOR LEON AND CLAIRE, THEY ARE COMPLETELY UNAWARE OF THE OVERWHELMING WORLD OF HORROR AND DESPAIR THEY BOTH ARE ABOUT TO ENTER...

STARTING A MISSION

BEGIN BY PLACING DISC #1 (TO PLAY AS LEON), OR DISC #2 (TO PLAY AS CLAIRE) INTO YOUR PLAYSTATION® GAME CONSOLE AND TURN THE POWER ON.

ORIGINAL GAME

NORMAL MODE THE ORIGINAL UNTOUCHED VERSION OF RESIDENT EVIL 2

EASY MODE A BEGINNERS VERSION OF RESIDENT EVIL 2 WHICH GIVES YOU MORE AMMO AND MAKES ENEMIES WEAKER.

ARRANGE GAME

THIS IS AN ENHANCED VERSION OF RESIDENT EVIL 2 WITH NEW SURPRISES NOT FOUND IN THE ORIGINAL GAME.

ROOKIE MODE WHEN YOU START THE ARRANGE MODE YOU START IN ROOKIE MODE. ROOKIE MODE STARTS YOU OFF WITH SPECIAL WEAPONS AND UNLIMITED AMMO. THE SUB-MACHINE GUN, THE ROCKET LAUNCHER AND THE GATTLING GUN CAN BE FOUND IN ANY ITEM BOX.

LOAD GAME

SELECT LOAD GAME IF YOU HAVE A PREVIOUSLY-MADE GAME ON A MEMORY CARD. SEE THE SAVING/LOADING SECTION FOR MORE INFORMATION.

OPTION MODE

SELECT THIS TO ENTER THE OPTION MODE, OR ENTER THIS MODE DURING GAMEPLAY BY PRESSING THE SELECT BUTTON (EXCEPT DURING A CINEMA OR WHILE THE STATUS SCREEN APPEARS). YOU CAN ADJUST THE CONFIGURATION OF YOUR BUTTONS (KEY CONFIG), ADJUST THE SOUND MODE, ADJUST YOUR MONITOR, OR RESET YOUR GAME (SEE PAGE 4).

WHEN ADJUSTING YOUR KEY CONFIGURATION, THERE ARE 3 SET CONFIGURATIONS: A, B OR C. YOU WILL NOTICE WITH EACH CONFIGURATION THE WORD "MANUAL" OR "AUTO" APPEARS ON-SCREEN. THIS REFERS TO "MANUAL" OR "AUTO" AIM FUNCTIONS FOR YOUR WEAPON. IN "C" CONFIGURATION, YOU WILL HAVE "AUTO-AIM" WHICH KEEPS YOU TARGETED ON THE ENEMY. TO CHANGE WHICH ENEMY YOU ARE TARGETING, WHILE YOUR WEAPON IS DRAWN, PRESS THE L1 BUTTON UNTIL YOU ARE TARGETING THE DESIRED ENEMY. YOU CAN TURN THE "AUTO-AIM" ON AND OFF BY ACCESSING THE OPTION MODE.

SELECT THE SOUND MODE TO ADJUST YOUR SOUND BETWEEN STEREO AND MONO, DEPENDING ON THE CAPABILITIES OF YOUR SYSTEM. YOU MAY ALSO ADJUST THE VOLUME.

NOTE: VOLUME OF THE SOUND DURING CINEMATIC SEQUENCES (OTHER THAN THE CG ANIMATION) CANNOT BE ADJUSTED.

TO ADJUST THE BRIGHTNESS OF YOUR MONITOR TO MAXIMIZE PICTURE QUALITY, SELECT MONITOR ADJUST. COLOR BARS WILL APPEAR AT THE TOP OF THE SCREEN, SO ADJUST THE BRIGHTNESS OF YOUR T.V. MONITOR AS OUTLINED IN THE INSTRUCTIONS PACKAGED WITH YOUR T.V. MONITOR.

WHEN YOU HAVE FINISHED ADJUSTING YOUR OPTIONS, SELECT EXIT. SELECT YES TO EXIT, OR NO TO RETURN TO THE OPTION MODE.

SAVING/LOADING

SAVING

TO SAVE A GAME YOU MUST PLACE AN INK RIBBON INTO A TYPEWRITER. INK RIBBONS CAN BE FOUND IN VARIOUS PLACES THROUGHOUT THE GAME. ONCE YOU FIND A RIBBON, STAND IN FRONT OF THE TYPEWRITER AND PRESS THE X BUTTON. YOU WILL BE ASKED IF YOU WANT TO SAVE YOUR PROGRESS. CHOOSE YES OR NO.

NOTE: YOU'LL NEED TO FIND AN INK RIBBON EACH TIME YOU WANT TO SAVE, SO USE YOUR INK RIBBONS WISELY.



WHEN SAVING A FILE, YOU WILL KNOW THE FILE IS SAVING SUCCESSFULLY FROM THE SOUND OF THE TYPEWRITER KEYS BEING TAPPED. ALSO, THE SAVE INFORMATION WILL BE TYPED ON-SCREEN.

LOADING

WHILE LOADING, DO NOT REMOVE THE MEMORY CARD, RESET YOUR GAME OR TURN OFF YOUR PLAYSTATION GAME CONSOLE. THIS MAY DESTROY YOUR SAVED DATA.

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STARTING THE 2ND MISSION

RESIDENT EVIL 2 IS EQUIPPED WITH A NEW EXTENDED GAMEPLAY SYSTEM. SITUATIONS THAT YOU ENCOUNTERED THE FIRST TIME YOU PLAYED THE GAME THROUGH HAVE A BEARING ON SITUATIONS YOU ENCOUNTER THE NEXT TIME YOU PLAY.


WHEN YOU COMPLETE YOUR MISSION AS LEON OR CLAIRE, YOU WILL SAVE YOUR COMPLETED GAME DATA AT THE END OF THE GAME. TAKE THAT SAVED GAME DATA AND RE-LOAD IT ON THE OPPOSITE DISC AND PLAY THE ADVENTURE WITH THE OPPOSITE CHARACTER.

FOR EXAMPLE, WHEN YOU PLAY LEON'S MISSION AND YOU COMPLETE IT, SAVE THE COMPLETED GAME DATA ON YOUR MEMORY CARD. THEN LOAD THE CLAIRE MISSION DISC. CHOOSE LOAD GAME FROM THE TITLE SCREEN AND SELECT THE LEON COMPLETED GAME DATA YOU SAVED. NOW YOU WILL EXPERIENCE LEON'S MISSION WITH CLAIRE.

THE SAME GOES FOR CLAIRE'S MISSION.

GIVE IT A SHOT. . . IF YOU'VE GOT THE GUTS.

STATUS SCREEN

WHEN YOU PRESS THE  BUTTON DURING GAME PLAY THE STATUS SCREEN APPEARS. THIS SCREEN SHOWS YOUR CHARACTER'S CONDITION AND THE ITEMS YOU ARE CARRYING. USE THE DIRECTIONAL BUTTON TO HIGHLIGHT AN ITEM OR FUNCTION, THEN PRESS THE X BUTTON TO ACTIVATE THE OPTIONS.



ITEMS

AFTER HIGHLIGHTING THE ITEM YOU WANT TO USE, PRESS THE X BUTTON. YOU THEN HAVE 3 OPTIONS IN THE COMMAND WINDOW: USE/EQUIP, CHECK OR COMBINE.

USE/EQUIP

TO USE THE ITEM, HIGHLIGHT **USE** AND PRESS THE X BUTTON. FOR WEAPONS, **EQUIP** WILL APPEAR INSTEAD OF USE. IF YOU SELECT EQUIP, YOU'LL BE EQUIPPED WITH THAT WEAPON. YOU CANNOT USE A WEAPON UNTIL YOU HAVE EQUIPPED IT. YOU CAN ONLY USE 1 WEAPON AT A TIME.

CHECK

THIS OPTION ALLOWS YOU TO EXAMINE AN ITEM OR WEAPON YOU HAVE ACQUIRED. HIGHLIGHT THE ITEM, THEN SELECT THE **CHECK** OPTION TO ACQUIRE FURTHER INFORMATION ABOUT THE ITEM.

COMBINE

SOME ITEMS HAVE A DIFFERENT EFFECT WHEN YOU COMBINE THEM WITH OTHER ITEMS, PARTICULARLY WEAPONS. WHEN YOU WANT TO RE-LOAD A CLIP OF AMMO FOR A GUN, SELECT THE CLIP THEN SELECT **COMBN** FROM THE COMMAND WINDOW. USE THE DIRECTIONAL BUTTON TO MOVE THE CURSOR ONTO THE GUN YOU WANT TO PUT THE CLIP IN.

TRY COMBINING OTHER ITEMS TO DISCOVER NEW EFFECTS.

CONDITION

ON THE STATUS SCREEN NEXT TO YOUR CHARACTER'S MUG SHOT IS AN ELECTROCARDIOGRAPH (ECG). THIS ECG SHOWS THE CURRENT CONDITION OF YOUR CHARACTER, AND WILL READ "FINE" OR WHATEVER THE STATUS OF YOUR CHARACTER IS. TO RETURN YOUR CHARACTER TO BETTER HEALTH, YOU MUST FIND MEDICINE.

MAP/FILE

THERE ARE 2 OTHER FUNCTIONS YOU CAN PERFORM FROM THE STATUS SCREEN:

MAP

SELECT THIS OPTION TO VIEW THE ROOMS AND AREAS YOU HAVE ALREADY VISITED. THIS FEATURE HELPS YOU KEEP TRACK OF WHERE YOU NEED TO GO.

FILE

AS YOU EXPLORE, YOU WILL DISCOVER NOTES, MESSAGES OR OTHER INFORMATION THAT WILL AUTOMATICALLY BE FILED IN YOUR CHARACTER'S NOTEBOOK. SELECT THIS TO VIEW THE CONTENTS OF MESSAGES FILED. HINTS MAY DEVELOP FROM THESE NOTES.

ITEM BOX

YOU WILL NOTICE THAT YOUR CHARACTER CAN ONLY CARRY A CERTAIN NUMBER OF ITEMS AT A TIME (LEON AND CLAIRE CAN CARRY UP TO 8 ITEMS). YOU CANNOT LOSE AN ITEM ONCE YOU FIND IT, BUT YOU CAN USE IT UP (LIKE AMMO, FOR EXAMPLE). IN ORDER TO CARRY ONLY THE ITEMS YOU NEED AT A CERTAIN TIME, YOU CAN STORE OTHER ITEMS IN AN ITEM BOX.

THESE ARE LOCATED IN STRATEGIC PLACES, AND YOU MUST USE THEM WISELY BECAUSE THEY ARE LIMITED IN SPACE. STAND IN FRONT OF THE ITEM BOX AND PRESS THE X BUTTON. THE ITEM SELECT SCREEN WILL THEN APPEAR.

YOU CAN EXCHANGE, GIVE OR TAKE OUT ITEMS FROM THE BOX. TO PLACE AN ITEM IN THE BOX, USE THE DIRECTIONAL BUTTON TO HIGHLIGHT THE ITEM, THEN PRESS THE X BUTTON. NOW SELECT A SLOT THAT READS "NO ITEM" AND PRESS THE X BUTTON. THE ITEM HAS NOW BEEN PLACED INTO THE BOX. IF THERE ARE NO SLOTS THAT READ "NO ITEM," THE ITEM BOX IS FULL.

TO EXCHANGE AN ITEM, PLACE THE CURSOR OVER THE ITEM YOU WANT TO EXCHANGE AND PRESS THE X BUTTON. NOW HIGHLIGHT THE ITEM IN THE BOX YOU WANT TO EXCHANGE AND PRESS THE X BUTTON. YOU HAVE NOW EXCHANGED ITEMS.

TO TAKE AN ITEM OUT OF THE BOX, YOU MUST HAVE AN EMPTY SLOT AVAILABLE TO CARRY THE ITEM. SELECT THE EMPTY SLOT FIRST THEN PRESS THE X BUTTON TO MOVE THE CURSOR TO THE ITEM BOX. HIGHLIGHT THE ITEM TO TAKE OUT OF THE BOX AND PRESS THE X BUTTON.

RANKING

WHEN YOU COMPLETE THE MISSION, YOU ARE GIVEN A RANK BASED ON HOW WELL YOU DID. THE RANKINGS ARE S (SUPERIOR), A, B, C AND D. YOU ARE RANKED BASED ON TOTAL TIME SPENT PLAYING THE GAME, AND THE NUMBER OF SAVES YOU USED DURING YOUR GAME PLAY. THE SHORTER THE TIME, AND THE LESS YOU SAVE GIVES YOU A HIGHER RANKING.

TRY TO INCREASE YOUR RANKING, AND WHO KNOWS...GOOD THINGS MAY HAPPEN.

RACCOON CITY'S ONLY HOPE

LEON S. KENNEDY

LEON IS AN IDEALISTIC ROOKIE COP. HE BURNS WITH THE NEED TO PROTECT AND TO SERVE, AND LIFE AS A CADET WAS AN EYE-OPENING EXPERIENCE. WHILE RECKLESS AND BRASH, LEON IS CERTAINLY NOT AS NAIVE AS HIS DEemeanOR WOULD SUGGEST. HE IS HIGHLY QUALIFIED FOR HIS NEW JOB WITH THE RACCOON POLICE.

ADA WONG

LEON STUMBLES UPON THIS MYSTERIOUS WOMAN WHO IS QUITE SECRETIVE YET, AT THE SAME TIME, A PROFESSIONAL AND SKILLED INVESTIGATOR. SHE CAN ALSO COME ACROSS AS CONDESCENDING, AND HAS A TENDENCY TO TALK DOWN TO THOSE SHE DEEMS INFERIOR TO HERSELF.

CLAIRE REDFIELD

CLAIRE IS A LIGHT-HEARTED, ARTICULATE MODERN WOMAN. WHILE SHE CAN BE A BIT OF A TOMBOY AT TIMES, SHE IS SOMEWHAT WILD. SELF-CONFIDENT AND EXTROVERTED, CLAIRE IS TYPICALLY THE FIRST PERSON TO TRY SOMETHING MANY OTHERS WOULD NOT.

SHERRY BIRKIN

A LONELY AND INSECURE 12-YEAR-OLD, SHERRY IS QUITE MATURE FOR HER AGE. SHE IS VERY SHY AND WHEN SHE SPEAKS, SHE LACKS SELF-CONFIDENCE AND ALWAYS HAS THE FEELING SHE IS LOST. SHERRY'S PARENTS ARE TOO WRAPPED UP IN THEIR WORK TO HEED THE EMOTIONAL NEEDS OF THEIR CHILD.



CAN'T SURVIVE? TRY THIS

- 1 ENEMIES CAN BE KNOCKED DOWN:** ENEMIES WILL FALL AFTER TAKING SEVERAL SHOTS TO THE BODY. BUT AFTER THEY COME TO, THEY WILL BE BACK UP AND AFTER YOU IN AN INSTANT. CONSERVE AMMO BY KNOCKING DOWN THE ENEMIES THEN RUN PAST THEM.
- 2 USE WEAPONS EFFECTIVELY:** WEAPON EFFECTIVENESS VARIES WITH RANGE AND TARGET. DETERMINE THE BEST WEAPON FOR THE SITUATION, TAKING INTO CONSIDERATION AMMO AVAILABILITY. THIS IS THE SINGLE MOST IMPORTANT FACTOR IN SURVIVAL.
- 3 KNOW YOUR ENEMIES:** EACH ENEMY IS UNIQUELY SHAPED, ATTACKS DIFFERENTLY AND MOVES DIFFERENTLY. GET TO KNOW YOUR ENEMIES AND LEARN THEIR WEAK POINTS. THIS CAN MAKE YOU A MORE EFFECTIVE SURVIVOR.
- 4 TRY ALL OPTIONS, SEARCH ALL AREAS:** STUCK? COME ACROSS A NEW ROOM WITH NOTHING TO DO AND NOWHERE TO GO? TRY USING ITEMS, PUSHING, CLIMBING, INVESTIGATING, ETC. WALK THE PERIMETER OF ROOMS AND AREAS TO FIND MORE MEDICINE AND OTHER IMPORTANT ITEMS. CHECK DEAD ENEMIES FOR AMMO.

EXPERIENCE THE TERROR THAT STARTED IT ALL!



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mutant beasts,
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DON'T FIGHT IT! SIGN UP TODAY.

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90-Day Limited Warranty

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this PlayStation disc ("CD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the CD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your CD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the CD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

10 PTS.
RESIDENT EVIL 2



10 PTS.
RESIDENT EVIL 2

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the CD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your CD-ROM certified mail. CAPCOM will replace the CD-ROM, subject to the conditions above. If replacement CD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

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